ec::Transform3D

m_up
m_position
m_forwardVector
m_scale

+ Transform3D()
+ ~Transform3D()
+ updateLocalMat()
+ getLocalPosition()
+ getUpVector()
+ getForwardVector()
+ getLocalMat()
+ setLocalMat()
+ getTranslation()
+ getTranslationX()
and 39 more...

ec::Node

m_parent
m_children
m_drawables

+ Node()
+ ~Node()
+ render()
+ updateGlobalMatrices()
+ getGlobalMat()
+ getGlobalPosition()
+ getParent()
+ setParent()
+ addChild()
+ removeChild()
and 7 more...

ec::Camera

+ Camera()
+ Camera()
+ ~Camera()
+ changeAspectRatio()
+ updateLocalMat()
+ updateGlobalMatrices()
+ getView()
+ getProjection()
+ setProjectionOrtho()
+ setProjectionPerspective()
and 12 more...
* m_aspect
* m_fov
* m_near
* m_far